



Mountain House Little League House Rules 2020

Division: Minors A

“Green Book” Little League Rules & Regulations for Baseball Divisions - 2020 apply, UNO in MHLL local rules as listed below.

Game Play:

1. Games are limited to 6 innings.
2. No new inning shall begin after 2 hours from the start time.
3. If the “last” inning begins before the time limit, that inning shall be completed.
4. Games can end in a tie. League record will be calculated with a ½ game credit for each team.
5. Games called by the umpire due to time limit, darkness, or elements will be considered a complete game if 4 innings (or 3.5 if home team is ahead) have been completed. All incomplete games will be played the next available day as determined by the President. The incomplete game will pick up where it left off, assuming at least 1 full inning was completed.
6. Innings 1-5 are limited to 5 runs per half inning. The 6th inning has unlimited runs.
7. 10-run mercy rule shall be in effect after 4 innings (3 ½ if home team is ahead). If the Mercy Rule is in effect, the losing team can score in the “potential last inning” (bottom of 3rd, 4th, or 5th) until within 9 runs, at which point the game would proceed to the next inning.
8. When circumstances dictate (time considerations), the Umpire may “call” the last inning w/ unlimited runs.
9. Pitching Eligibility will follow Green Book Rules. The official scorekeeper is responsible for tracking pitch count (Foul ball equals a pitch in the pitch count).
10. Intentional Walk: Defensive teams will be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter’s award of first base. Once the award is granted, four pitches will be added to the defensive pitcher’s official pitch count.
11. Warming up of a pitcher on the sidelines is not permitted.
12. ILLEGAL PITCH: Until March 31st, the umpire shall instruct the pitcher on what action was illegal, there will be no penalty assessed. Starting April 1st, an illegal pitch, will result in a ball called for the batter. Base runners do not advance unless the illegal pitch results in a base on balls or the ball is put into play.
13. The batter and base runners will wear batting helmets at all times. If a player voluntarily removes his helmet, the player will receive 1 warning. If the batter/base runner voluntarily removes his helmet again, they will be called out on.
14. Catcher must wear facemask, cup and throat protector at all times including pitcher and infield warm-up.
15. Continuous batting order applies (mandatory), meaning all players bat whether or not they are playing a defensive position.
16. The Batter will get 1 warning for throwing a bat. The Batter will be called out for throwing a bat a second time. Umpire shall declare a ball dead.
17. BATTERS BOX RULE IS IN EFFECT see Green Book.
18. No on deck batters are permitted outside of the dugout.
19. Bunting is allowed.
20. SLASH BUNTING: Not allowed. Ball will be called a strike on the first offense. The Managers of both teams will be warned. A second offense by either team will result in the offending player being called out.
21. Sliding is permitted. Sliding head first will be called out, unless returning to the bag.
22. Stealing base is allowed. Runners may advance at their own risk until the umpire calls time or the pitcher is ready to pitch the ball and the catcher is set and ready to receive the ball. Stealing is permitted on pass balls.

23. "Hurry up" rule should be in effect. If the catcher of the next inning is on base with 2 outs, a substitute runner shall be used. Said runner shall be the player who made the second out. This will allow the catcher to put on all safety equipment prior to the end of the inning.
24. All defensive subs must play 6 consecutive defensive outs and must remain in the same position in the batting order.
25. If a player is recorded in the line-up at the start of the game and the player is absent when it is time to bat, it shall be recorded as an out each time it is that player's time to bat.
26. If a player is injured, or becomes ill, or must leave the game site after the start of the game, the team will notify the umpire/opposing manager/score keeper prior to the players next at bat. The player will then be skip over when his/her time at bat comes up, without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues.
27. If a player arrives late to the game the manager may put him at the end of the batting order without penalty (4.04). There must still be enough game time left for the player to play 6 defensive outs (4.01d).
28. If a player does not play 6 consecutive defensive outs (two innings), that player must START the next game. The manager will be warned the first time, suspended the 2nd time, and then face possible removal from managerial duties if a 3rd time occurs, as subject to the discretion of the Executive Review Board.
29. Make-up games will be played due to rainouts only. Make up games must be made up within 7 days (weather pending) by agreement of the coaches. If the coaches cannot come to an agreement, the Board and/or President of the league will make the final decision.
30. If a team does not have a minimum of 9 players and it has been 15 minutes after the scheduled start time, the umpire, by authority of the Board of Directors, shall declare a forfeit.
31. If a team is short one player, the manager can ask the opposing team for one player to play on defense only (Note the manager has the ability to refuse lending a player to the opposing team). This player will not play the position of pitcher, catcher or infielder.
32. If a team is short players, players from a Player Pool may be used. The Player Pool will be organized and maintained by the Minor A Player Agent. The team manager should contact the player agent as soon as they know they will need a player from the Player Pool.
33. "Infield fly" rule applies.
34. "Un-caught 3rd strike" rules (6.09b) does NOT apply.

Coaches:

1. Two adult or one adult and one player (player must wear batting helmet) base coaches are allowed on offense. No coaches are allowed on the field on defense. One bench coach is required. There must be at least one adult in the dugout at all times.
2. Swearing, foul language, derogatory or inflammatory statements by Managers, Coaches, players, or parents is grounds for immediate ejection and suspension. If you observe any of these occurring please notify a manager/coach or contact a member of the Mountain House Little League at www.mountainhouselittleleague.com and we will deal with these issues.
3. Home team provides an "official" Scorekeeper to track: Innings, outs, runs, line-up, & pitch counts.
4. The home team is responsible for keeping the official score of the game. Scorekeeping will not be kept on the field or in the dugout. It is the manager's responsibility to have a scorekeeper. If there is no scorekeeper, the manager or assistant coaches will have to keep score outside of the field of play.
5. Line-up cards will be used and distributed to the other team, the official scorekeeper and umpire prior to the start of the game. Once the line-up has been submitted, it is considered to be official.
6. Managers are required to send an email the Minor's Player Agent with updated scores and player pitch counts no later than midnight on game day. If scores and pitch counts are not sent in, the pitchers rest period will be set to the maximum rest days.

Field Setup/Cleanup:

1. The home team will be required to prep the field for the game.
2. The visiting team will put away the bases after the game.

Not putting the equipment away results in major losses of our equipment yearly. It is everyone's responsibility to maintain the league's property. If you notice that equipment is not properly put away, put it away or contact someone on the Board to secure the equipment.